Rodrigo Francisco

Software Developer Jr

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Languages

🇲🇽 Spanish ● ● ● ● ●
🇬🇧 English ● ● ● ● ○

Programming Languages

</> Kotlin,Python,C

</> JavaScript, Java

</> PHP

Technologies and Tools

Android Studio	● ● ● ○ ○
Git	● ● ● ● ○
LaTeX	● ● ● ● ○
HTML,CSS	● ● ● ● ○
GNU/Linux	● ● ● ● ○
Django	● ● ● ● ○
React Native	● ○ ○ ○ ○

Working Experience

currently   **Developer**   Ludomatics

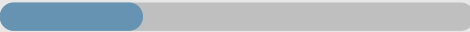Focused on creating educational material on LaTeX such as notes and exams. Also developed HOREDI system in order to make faster the exam qualification process. And created frontend website for the company (http://www.ludomatics.org)

2017 – 2019   **Instructor and developer**   PROTECO

PROTECO organization focus on giving courses and developing all sort of proyects related to computer technologies, so as I was part of this I gave several courses and are list down here

- GNU/Linux Basic course
- Java Basic course
- Django Basic course
- Android course with Kotlin

As part of this organization I also did coordinated various proyects like

- Remake of PROTECO website using Django
- External mobile application project from Lic. Jorge Cruz Gómez

Education

Study

2016 –   **Computer Engineering**   UNAM

Currently studying Computer Engineering at Engineering Faculty of National Autonomous University of México

Courses

Year	Course	
2017	**C**. Deep understanding on how C language works	PROTECO
2017	**Web design**. Basic concepts of how to create a website	PROTECO
2017	**Java**. Introduction to java language and orientated object programming	PROTECO
2017	**Arduino**. Principles for building hardware proyects using manufactured boards	PROTECO
2017	**Networking**. Principles for understanding how our network works	PROTECO

Projects

2018   **HOREDI**   integrated in http://www.ludomatics.org

This systems provides and interface to check students exam answer sheet and give their grades as soon as they click on the submit button.

2019   **Quine-McCluskey**   http://www.rhofp/Quine-McCluskey

This project was developed with JavaScript and it basically emulates Quine-McCluskey boolean functions minimization method.